

Cemu - Bug #5

Controller input not being fully detected/functioning properly

02/25/2019 08:50 PM - Darkemaste

|   |          |                          |            |
|---|----------|--------------------------|------------|
| <b>Status:</b>  | Accepted | <b>Start date:</b>       | 02/25/2019 |
| <b>Priority:</b>  | Normal   |                          |            |
| <b>Assignee:</b>  | Petergov |                          |            |
| <b>Category:</b>  | Input    |                          |            |
| <b>API:</b>   |          | <b>GPU Vendor/Model:</b> |            |
| <b>Cemu Version:</b>  |          |                          |            |
| <b>Description</b>  |          |                          |            |
| Certain titles that appear to only have partially functioning input/only certain buttons or movement work.  |          |                          |            |
| This includes:  |          |                          |            |
| <ul style="list-style-type: none"><li>• Not being able to turn left or right in Chasing dead, both movement &amp; button input seem to work.</li><li>• Not being able to turn left or right in Ziggurat, movement input seems to work, no button input seems to work.</li><li>• Not being able to navigate in The Book of Unwritten Tales 2, partial button input seems to work.</li><li>• Not being able to progress beyond the title screen in Mario Kart 8 with a wiimote, no input seems to work.</li></ul> |          |                          |            |

History

- #1 - 03/11/2019 09:21 PM - Exzap
- Status changed from New to Accepted
  - Assignee set to Petergov

- #2 - 07/04/2019 12:46 AM - Zalnor
- Category set to Input